<u>TMNT: UNIVERSE #01</u>
The War to Come
By Paul Allor
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STRUCTURE NOTE

The first half of this issue features a lot of moments intended to feel very familiar: turtles on patrol, wisecracking, joking about pizza. It's a throwback to the turtles before all the trauma they've gone through in this book. Only Raph seems ill at ease. And then halfway through is a horrific moment, and the back half of our issue becomes a battle for survival.

(NEW) CHARACTER NOTES

ZODI:

Scorpion mutant. Zodi is a corporate espionage specialist for Null, extremely competent at her job. But she's loyal to Null only because Null gives her a home and a direction. At a more fundamental level, Zodi is a pure survivalist. She has no morality or ethics, other than doing what it takes to live another day. And she expects everyone else to act the same way. Zodi is highly-intelligent; less a thug and more a Hannibal Lecter-type than a lot of the other evil mutants. Her survival skills are not just physical, but also mental.

<u>PAGE ONE – FIVE PANELS</u>

PANEL ONE
A heavily-industrialized area, in the outer boroughs (maybe Queens or The Bronx, somewhere run-down and pre-gentrification – I name check Ridgewood [Queens] later, but we can change that), at sunset. It gives off the impression of blight, desolation and urban ruin. We see the Manhattan skyline in the distance.

1. BISHOP/CAP: “This is our world.”

PANEL TWO
A wide, desolate road – designed for a heavily industrial traffic flow that doesn’t exist anymore. One of the Earth Protection Force’s TACTICAL VEHICLES drives down the road. Black, sleek, somewhere between a bus and a van.

2. BISHOP/CAP: “Despite what many think, it was not **<u>handed</u>** to us by providence or fate. Humanity was never **<u>destined</u>** to be the caretaker of Earth.”

PANEL THREE
Three DRONE-ORBS lift off the top of the van, and fly out into the evening. They have spindly legs that fold out, and are armed with small guns for self-defense.

3. BISHOP/CAP: “Instead, we had to **<u>fight</u>** for it.”

PANEL FOUR
Inside the vehicle – basically a rolling command center. We’re focused on SERGEANT WINTER and several other SOLDIERS, heavily armored and loading up their weapons, getting ready for battle.

Over the next several pages we should see these guys a few more times, in the background or milling about.

4. BISHOP/CAP: “Boots on the ground. Fists in the air. Every step of the way, since we first crawled out of that primordial soup.”

PANEL FIVE
A few blocks away. ZODI is LEAPING between two buildings. She’s blurry, or in silhouette, so that we can’t see her clearly.

5. BISHOP/CAP: “And I’ll be damned if I’m going to sit back and watch it taken over by mutants and monsters.”

6. BISHOP/CAP: “**<u>We</u>** belong here.”

7. BISHOP/CAP: “**<u>They</u>** don’t.”

<u>PAGE TWO – SIX PANELS</u>

PANEL ONE
In the mobile command center. On Bishop, talking to DETECTIVE KARA LEWIS

1. BISHOP: Am I making myself clear, Detective Lewis?

2. KARA: Uhm… **<u>yeah</u>**. I hope you didn't think you were being subtle.

PANEL TWO
In the foreground Bishop talks to Kara. He's frowning – humor is not a strong point. In the background are several TECH GUYS sitting in front of monitors. Heading them up is COLONEL KNIGHT, who's turned away from the monitors, getting Bishop's attention.

3. BISHOP: Subtlety is a **<u>weapon</u>**. I don't use weapons against my allies.

4. KNIGHT: Agent Bishop?

PANEL THREE
Angle on the monitor –a layout of the neighborhood. Several city blocks and one LARGE RED DOT. Knight, Bishop and Kara look down at it (we don't need to see them all)

5. KNIGHT: We found her. Five blocks from here and headed north. **<u>Fast.</u>**

6. BISHOP: Alright, Colonel Knight. Let's get a little closer.

PANEL FOUR
Outside – the vehicle rounds a corner, and one wheel JUMPS UP on the curb.

7. BISHOP/OP: But maintain a buffer.

PANEL FIVE
Zodi is CRAWLING rapidly across a wall (she can crawl across walls and ceilings, like – uhm, like a scorpion). Maybe we see the drone way up above, here but no big deal if not.

8. BISHOP/CAP: We don't want to spook her.

PANEL SIX
Establishing shot for a new scene. We're front of the building. A sign says:

T.C.R.I.
Laboratory #7
Ridgewood, New York

In front of the sign are two heavily armed GUARDS. They look wary. It's quiet…<u>too</u> quiet.

9. BISHOP/CAP: "At least until we know where she's going."

PAGE THREE – SIX PANELS

PANEL ONE
A rooftop across the street. MIKEY leans against Donnie's Bo. DONNIE fools around with Mikey's nunchucks. In the bg,. RAPH and LEO are on the edge of the roof, looking down.

1. MIKEY: I mean… it's a **stick,** bro. You're like, the brainiest guy on the team, and your weapon is… a **stick**.

2. DONNIE: I'll admit, it doesn't match the sophistication of **two** sticks, but--

3. MIKEY: Two sticks and a **chain**, Donnie. Don't forget about the **chain**.

PANEL TWO
Closer on Raph and Leo. Leo is smiling at his brother's banter. Raph looks stone faced.

4. LEO: I missed this. Didn't you miss this?

5. RAPH: Hmph.

6. LEO: All of us together, out on patrol. It feels…

7. RAPH: Safe. It feels safe.

PANEL THREE
Leo looks at Raph, genuinely concerned. Raph is still looking stoically across the street.

8. RAPH: But it's not.

PANEL FOUR
Back on Mikey and Donnie, as Donnie whips the chucks around himself effortlessly.

9. DONNIE: The weapon is just a tool, Mikey. It's the **mind** that matters.

PANEL FIVE
Donnie whips the chucks over one shoulder. Mikey looks on, appraisingly.

10. DONNIE: With a well-trained mind you can survive anything that--

PANEL SIX
Donnie's lost control of the nunchucks a bit, and one of the handles is SMACKING him right dab in the forehead. He grimaces comically.

11. SFX: BOOP

12. DONNIE: Ow!

<u>PAGE FOUR – SEVEN PANELS</u>

PANEL ONE
A wider angle on the rooftop. As Donnie rubs his forehead, embarrassed Mikey is laughing hysterically. Raph is stepping away from his post, walking towards them.

1. MIKEY/SFX: Hahahahahahaha!

2. RAPH: **<u>Donnie</u>**! Are you okay?

3. DONNIE: Of course. It'd take at least another ten pounds of pressure per square inch to fracture my--

PANEL TWO
Raph SNAPS at him. The other brothers look a bit taken aback.

4. RAPH: Good. Then **<u>stop screwing around</u>** before you **<u>do</u>** crack your big dumb skull.

5. MIKEY: Uhm… okay, that was pretty cranky, even by Raph standards.

PANEL THREE
Donnie has an arm out – trying to keep the peace.

6. DONNIE: No, he's -- he's right. We're here for a reason.

7. RAPH: Yeah.

PANEL FOUR
Back across the street. Unbeknownst to the turtles, Zodi is on the roof of the Stockgen building, WRENCHING up one of several vents.

8. RAPH/CAP: "And this was a stupid idea…

PANEL FIVE
Zodi is slipping down into the ventilation shaft.

9. RAPH/CAP: "…letting April go in there alone."

PANEL SIX
At the edge of the panel, Mikey is looking into the distance, a confused look on his face.

10. LEO: It was **<u>her</u>** idea, Raph. This is important to her -- to finally tell Stockman everything she knows, and try to… save him, or whatever.

11. LEO: We're here if she needs backup, but I'm not expecting--

12. MIKEY: Hey, what's that?

PANEL SEVEN
Back across the street. The EFP Drone is lowering itself into the ventilation shaft.

<u>PAGE FIVE – FIVE PANELS</u>

PANEL ONE
A lab/tech type room – Zodi is bent over a computer console waiting for some data to download (maybe we see a progress bar, like in every cheesy action movie?). She also has a communications device out, and is speaking to someone on it.

1. ZODI: Ma'am? I've breached the facility. The data is downloading now.

PANEL TWO
A big shot of Null, in her expansive corporate office (which we saw in Mutanimals). She's smiling wickedly (because that is the only way she smiles). We can see the Null corporate logo in the background.

2. NULL: Excellent work, as always.

3. ZODI/PHONE: Thank you, Madame Null.

PANEL THREE
Zodi is dropping the communications device back in a pocket, while looking over at an offscreen voice.

4. GUARD/OP: Freeze!

PANEL FOUR
There's a GUARD standing in the doorway, holding his gun aloft. Zodi looks at him, annoyed.

5. ZODI: I **<u>know</u>** I didn't set off the alarm. And this isn't part of your patrol route. So why, I wonder, are you--

6. GUARD: I don't know nothin' about that! Just put your -- your pincers in the air, and--

PANEL FIVE
Zodi's STINGER has flashed out, catching the guard in the chest. His gun is going off as he screams, arms flailing.

7. GUARD: **<u>Ahh!</u>**

8. GUARD: BANG

9. APRIL/CAP: "These are dangerous times."

PAGE SIX – SEVEN PANELS

PANEL ONE
In Stockman's lab – bare, not yet moved into. There are boxes everywhere, and disassembled shelves. April stands there – talking, seemingly, to herself.

1. APRIL: Not just for us. For all of **humanity**.

2. APRIL: If our race is to survive, we need **you** to stand with us, and help us prepare for--

PANEL TWO
A different angle –Stockman is behind his desk, pulling things out of a cardboard box. He has some office doo-dad like a stapler in his hand. April still stands in front of his desk. Several computer screens are already set up.

3. STOCKMAN: I'm sorry, but last I checked, weren't you nothing more than a former **intern**? I only took this meeting out of some lingering respect for your father, Ms. O'Neil.

4. STOCKMAN: But rest assured, you know nothing of the threats I've faced down. Nothing of the foes I've--

5. APRIL: Who, Shredder? Because **Splinter** killed him. After you ran.

PANEL THREE
Stockman looks up, wide-eyed, shocked.

6. APRIL (OP): And Krang was taken into custody by the Neutrinos, while you… well, ran. Ran off to pursue your **personal** agenda. Just like always.

7. STOCKMAN: How do you know about—

8. APRIL (OP): I know about everything, Dr. Stockman. The Turtles. Shredder. Krang. The Neutrinos.

PANEL FOUR
On April, looking fierce.

9. APRIL: **Everything**.

PANEL FIVE
As April goes on, Stockman is talking to himself, working through the implications of this. His font should be smaller, as he mumbles to himself.

10. APRIL: But I'm not here to tell you what I know. I'm here to tell you what you **don't know**.

11. STOCKMAN (SMALL): Everything… all along…how could this…

PANEL SIX
On Stockman, looking down, lost in thought.

12. APRIL (OP): I'm here to tell you that there are **new threats** rising, ancient powers beyond anything you've ever faced.

13. STOCKMAN: Right under my nose…

14. APRIL (OP): And trust me, Dr. Stockman--

PANEL SEVEN
Stockman looks up, screaming. April is taken aback, realizing that she may have misjudged her approach to this.

15. STOCKMAN: **Trust**?

PAGE SEVEN – SIX PANELS

PANEL ONE
Stockman is walking around from the other side of the desk. April has her hands up, trying to calm things down.

1. STOCKMAN: You've **deceived** me, Ms. O'Neil. Possibly **betrayed** me. And I demand to know exactly why--

2. APRIL No, you – you're focusing on the wrong thing, Dr. Stockman. I was useful to you once, and I could be again. If you put me to work--

PANEL TWO
Stockman snarls at her.

3. STOCKMAN: "Put you to work." I'm still debating whether you're going to leave this building alive. Now tell me **exactly how** you know about – about all of this. Or I'll--

PANEL THREE
April is still scared, but is trying to gain the upper hand.

4. APRIL: Or you'll what? **Please**, Dr. Stockman. Why do you think I met you here? This is a brand-new facility. There are no flyborgs, here. No mousers, no--

PANEL FOUR
Stockman has thrown the stapler (his arm is still extended), and it SMASHES against the wall next to April. She looks at him, wide-eyed.

5. STOCKMAN: There's **me.**

PANEL FIVE
Stockman has stepped right up to April – inches from her, her back against the wall.

6. STOCKMAN: And if you think that isn't threat enough, then you **clearly** don't know who you--

PANEL SIX
The building alarm is going off -- Baxter and April are looking up at it.

7. SFX: WHAP WHAP WHAP WHAP

8. STOCKMAN: The security alarm.

<u>PAGE EIGHT – SIX PANELS</u>

PANEL ONE
In a corridor, the turtles are FIGHTING the EPF drone. It's not much of a fight – the drone is FIRING wildly, while the Turtles battle it.

1. STOCKMAN/CAP: What did you **<u>do?</u>**

PANEL TWO
Straight on shot of the drone's blank visage, hiding its security camera. It should already look badly damaged.

PANEL THREE
Scene change – back in the Mobile Tactical Unit. We're focused on Winter, twisted around in his seat to shout out at Bishop. He looks excited.

2. WINTER: **<u>Sir!</u>**

PANEL FOUR
Winter is lurching towards Bishop and Kara. Kara looks surprised, Bishop excited.

3. WINTER: Sir, are you seeing this?

4. BISHOP: Turtles. Those are the **<u>turtles</u>**.

5. KARA: There's more than one of them?

PANEL FIVE
Bishop looks at Kara, mildly shocked.

6. BISHOP: You -- you know about the **<u>turtles</u>**?

7. LEWIS: Agent Bishop, I was chosen to be your liason to the NYPD precisely because I'm **<u>not</u>** some wide-eyed innocent.

PANEL SIX
Mikey SMASHES his nunchucks into the machine, sending sparks and parts flying.

8. KARA/CAP: "I **<u>know</u>** what these mutants are capable of."

<u>PAGE NINE – SIX PANELS</u>

PANEL ONE
Mikey is pumping his fist in the air, excited, as the orb crashes to the ground.

1. MIKEY: **<u>Yeah</u>**! Two sticks and a **<u>chain</u>**, bro!

PANEL TWO
The turtles stand over the smashed-up orb, as Donnie kneels down, inspecting it.

2. LEO: What in the world was that thing?

3. DONNIE: I don't know. This isn't Stockman tech. Or Harold, or those Street Phantom weirdos. This is… this is something **<u>new</u>**.

PANEL THREE
Raph looks testy.

4. RAPH: Can we talk about this **<u>after</u>** we track April down?

5. LEO: Agreed. Let's keep our priorities straight.

PANEL FOUR
As they're walking away, Mikey looks back at the robot. Maybe we're angled on it, and see the Turtles in the background?

6. MIKEY: You know, Donnie, it kinda looks like a weird metal **<u>pizza</u>**.

7. MIKEY: But then, so does **<u>everything</u>**.

PANEL FIVE
Leo puts a hand on Mikey's shoulder, as they head down the corridor.

8. LEO: Heh.

9. LEO: It really is great to have you back, Mikey. You always know how to keep things in…

PANEL SIX
The turtles have entered a new room – they are suddenly wide-eyed, and absolutely horrified. Especially Mikey. But we don't yet see what they're seeing.

10. LEO (small): … perspective.

PAGE TEN – THREE PANELS

PANEL ONE
Largest panel on the page. In the lab/tech room – it's an absolutely horrifying scene. Zodi has killed all the guards – there are dead bodies everywhere, torn apart and disemboweled, along with a lot of sting wounds, and as much blood and viscera as Nickelodeon will allow.

In the middle of it, Zodi has a dead guard still SPEARED on her stinger – the last, most recent kill. The Turtles stand at the edge of the room, looking on in sheer horror.

PANEL TWO
Zodi looks over at the turtles and speak to them nonchanlantly.

1. ZODI: Hi, there…

2. ZODI: … I think you may have set off the **alarm**.

PANEL THREE
Zodi has THWIPPED her tail, and is sending the dead body flying across the room. Mikey is ducking out of its way, horrified.

PAGE ELEVEN – SIX PANELS

PANEL ONE
The turtles are looking at all the dead bodies, in horror. Mikey looks especially haunted.

1. MIKEY: April? Is April—

2. LEO: I – I don't see her! Or Stockman! I don't think they're--

3. ZODI: I must confess, I didn't have time to catch everyone's name.

PANEL TWO
Zodi looks at Mikey, viewing him as the weak link. Mikey is devastated. Over the next three panels, the other turtles are spreading out, surrounding Zodi. It doesn't need to be subtle.

4. MIKEY: Why… you didn't have to… why did you **do** this?

5. ZODI: Because, my little reptile…

PANEL THREE
Straight on at Zodi, looking scary as hell.

6. ZODI: I am ancient.

7. ZODI: And I am **death**.

PANEL FOUR
On Mikey and Zodi. Zodi shrugs, looking at Mikey plaintively. We should be uncertain which is the "real" Zodi and which is the act. And we'll be revisiting this in future issues, talking about the Scorpion's role in Ancient Greece, Egypt, Sufi, American folklore…

8. ZODI: Oh, relax. I'm just kidding.

9. ZODI: I did it because I wanted to **survive**, you sweet, stupid child.

PANEL FIVE
On Zodi, disappointed she can't stick around and talk to Mikey some more. Behind her we see Raph, raising his Sais, preparing to strike. She's surrounded on all four sides, now.

10. ZODI: I did it for the same reason your little freshwater friends are surrounding me, while you provide a distraction.

PANEL SIX
Zodi LEAPS towards the ceiling, as the turtles look up. Leo is THROWING a star.

PAGE TWELVE – FIVE PANELS

PANEL ONE
Zodi is SCAMPERING along the ceiling and out the room – the star slamming into her side.

1. ZODI: Agh!

PANEL TWO
Out in a hallway, Zodi falls to the ground. There's a row of windows in this room, or at least one window -- we need to establish it for the next page. In the background, we see the Turtles running out of the lab, towards her.

2. LEO: We need to figure out what the hell is going on, here. So let's take her down **fast.**

PANEL THREE
Zodi is RACING down the hallway – pulling the star out of her side as she goes, and throwing it to the side. The turtles are following, and Mikey, in the lead, is LEAPING towards her.

3. MIKEY: You got it, bro!

PANEL FOUR
Mikey tackles her, sending them both tumbling to the ground and sending the sword flying.

4. ZODI: You've got a little fight in you!

PANEL FIVE
Zodi KICKS at Mikey, sending him stumbling back.

5. ZODI: But not enough.

PAGE THIRTEEN – SIX PANELS

PANEL ONE
As Zodi gets to her feet, Leo stabs at her from one side, while Raph does the same from the other. Donnie is approaching, bo staff aloft.

PANEL TWO
She SWIPES at Raph and Leo with her tail, sending them flying. As they do, Leo loses control of one of his swords, sending it away from him. If we could establish it lying on the ground in a panel or two on this page, that'd be good.

PANEL THREE
Zodi has lifted up Donnie with her pincer, and is choking him to death. She has him above her head, so his feet are totally off the ground. Donnie's body language and expression should indicate that he's gasping, just trying like hell to hang on.

1. RAPH: **Donnie!**

PANEL FOUR
Donnie has SLAMMED his Bo into Zodi's eye. She screams, but keeps crushing Donnie's throat.

2. ZODI: Ahhh!

PANEL FIVE
Close on Raph, getting up off the ground. His eyes are wide, kinda crazed-looking.

3. RAPH (to himself): Gotta… gotta get her away from...

PANEL SIX
Raph has leaped forward and is TACKLING Zodi, tearing her away from Donnie and shoving them both towards the window.

<u>PAGE FOURTEEN – THREE PANELS</u>

PANEL ONE
Outside – biggest panel on the page. The Mobile Tactical Unit is now parked outside the building. Bishop, Winter and Lewis stand near it, while Knight and his men are fanning out, guns drawn.

BUT, at this exact moment they're all looking UP at the building, as a third-floor window explodes outward. We see Zodi and Raph falling out, locked in combat.

1. SFX: CRASH

PANEL TWO
The other Turtles have LEAPT out after them, and are jumping to the ground.

PANEL THREE
The turtles have landed on the ground, as Bishop's forces spring into action, rushing forward, guns drawn, Winter among them. It should be clear that the only way the turtles can go is back, and also that there's a bit of distance between Bishop's men and the turtles.

2. WINTER: Maintain your distance, soldiers! Do **<u>not</u>** engage in hand-to hand combat!

3. BISHOP: Fine – but **<u>contain</u>** them. I want those mutants!

PAGE FIFTEEN – FIVE PANELS

PANEL ONE
One of the Darkwater mercs fires a large high-tech SONIC CANNON (it can be more like a bazooka), as Winter stands next to him.

1. WINTER: Sonic cannon!

2. SFX: FWOOM!!

PANEL TWO
The turtles and Zodi go FLYING back, knocked on their asses.

IDEA: could the colorist duplicate the line art on the characters a few times, shift it and make the lines progressively blurrier? Then the effect could lessen each panel for the next couple of pages. Also, they should look like they're SHOUTING throughout, but maybe the lettering is slightly faded?

I want to get across that this was a major tactical blow – the EFP knocked them off their game instantly in an asymmetrical attack. From this panel on, the whole scene should feel like we're locked in to the Turtles' experience – no cut-aways to the soldiers.

PANEL THREE
Mikey is starting to get up – his eyes are wide, watery and bloodshot, and there's a trail of blood coming out of his nose.

3. MIKEY: What -- what was--

4. MIKEY: I can barely hear myself! Can you guys--

PANEL FOUR
A tranquilizer dart HITS Mikey's shell, as he twists his body around to look at it. Donnie shouts back at him. It'd be cool if we don't see any more darts hit their shells, but we DO see darts sticking out of the turtles' shells as they retreat. Like, they're getting hit a lot, in between panels and off-panel.

5. SFX (DART): THWWP

6. MIKEY: Ah! They're shooting darts!

7. DONNIE: Tranquilizers! Everyone keep your shells to them!

PANEL FIVE
Zodi is up and STAGGERING towards the building. Raph sees her.

8. RAPH: **No!**

<u>PAGE SIXTEEN – SIX PANELS</u>

PANEL ONE
ZODI is scampering up the wall, and Raph is leaping up to GRAB her tail.

PANEL TWO
Zodi looks down, annoyed, and WHIPS her tail out, sending Raph flying.

PANEL THREE
Raph hits the ground, and Donnie runs up towards him.

1. RAPH: April -- April is still inside. We need to--

PANEL FOUR
As Donnie leans over, a TRANQUILIZER DART hits him in the neck.

2. DONNIE: Gha!

3. RAPH: **<u>Donnie!</u>**

PANEL FIVE
Leo looks at his brothers, and points towards the building.

4. LEO: Inside! Now!

PANEL SIX
The turtles are racing towards the building, with Raph helping Donnie.

<u>PAGE SEVENTEEN – FIVE PANELS</u>

PANEL ONE
They burst inside – an expansive lobby, with a big spiral staircase, and an elevator bank. Raph is still helping Donnie, and Mikey is shouting up into the building. Behind them, we see that METAL SHUTTERS are starting to come down across the windows and doors.

1. MIKEY: April. We've gotta find April.

PANEL TWO
Up on the third floor, Zodi is snaking through the broken window, in the last little bit of space as the metal shutter comes down. She's still concussed, off-balance, and this is clearly taking a lot out of her.

2. MIKEY/CAP: "And where's the **<u>scorpion</u>**?"

PANEL THREE
Zodi falls into the building, collapsing, as the lockdown completes.

3. SFX: THOOM

PANEL FOUR
Elsewhere -- Bishop is pointing at Knight (Oh, Bishop and Knight – I just got that), while Kara looks on, concerned.

4. BISHOP: Call for re-enforcements. Tell them we need additional detachments, **<u>right now</u>**.

5. KNIGHT: How many, sir?

PANEL FIVE
Close on Bishop's face. He looks a bit wild-eyed and fanatical as he thinks about this.

6. BISHOP: **<u>All of them</u>**.

PAGE EIGHTEEN – FIVE PANELS

PANEL ONE
Back in the lobby. The turtles are looking up at a disembodied voice crackling throughout the building. Raph is cradling Donnie, who's slipping out of consciousness.

1. INTERCOM: Attention, Mutants.

2. INTERCOM: This is Agent Bishop, of the Earth Protection Force.

PANEL TWO
On Zodi, still sitting on the ground. Several items from her pockets are laid out in front of her, as she takes inventory; already preparing a plan of counterattack in her mind.

3. INTERCOM: On behalf of the human race, I am hereby declaring you **enemy combatants** and ordering you to surrender willingly.

PANEL THREE
Stockman and April are leaving. April is looking up at the intercom, shocked as she takes it in. Stockman just looks annoyed. On a computer screen in the background we see LOCKDOWN COMPLETE.

4. INTERCOM: Do so, and you will be treated in accordance with the laws and customs of war.

PANEL FOUR
Back in the lobby.

5. INTERCOM: Fail to do so, and you will be killed.

PANEL FIVE
In the tactical vehicle. Bishop is speaking into a high-tech communication device, that's tapped into the building's intercom. Kara is looking at him like, "what the fuck did I get myself into?"

6. BISHOP: That is all.

PAGE NINETEEN – FOUR PANELS

PANEL ONE
Wide shot of the lobby. Focused on Mikey, looking at his brothers.

1. MIKEY: Bros…

PANEL TWO
On Raph, looking down at Donnie.

2. MIKEY (OP): What do we do now?

3. RAPH: I…I don't know, Mikey.

PANEL THREE
Stockman is shoving aside a HEAVY DOOR, revealing the room inside to April.

4. STOCKMAN: You were so certain that I needed **guidance**. That I wasn't prepared for the danger still to come.

5. RAPH/CAP: "It's like no matter what we do, there are always more enemies.

6. RAPH/CAP: "More threats."

PANEL FOUR
Zodi is out in the hallway, now – she's looking down at Leo's discarded sword from their earlier battle – considering it.

6. RAPH/CAP: "More people trying to kill us."

<u>PAGE TWENTY – THREE PANELS</u>

PANEL ONE
Zodi is walking/staggering down the hallway, holding Leo's sword by her side. She's exhausted but still fierce; formidable. And talking to herself because that's what crazy villains do.

1. RAPH/CAP: "We need to protect April. We need to protect each **<u>other</u>**. But we can't do that if we don't even survive.

PANEL TWO
April looks at a room full of wacky experimental weapons, all very deadly looking. Her eyes are wide.

2. RAPH/CAP: "Our enemies just keep getting stronger."

3. STOCKMAN: I'm ready.

4. RAPH/CAP: So **<u>we</u>** need to be stronger. Because every day, there are more people who want us dead.

PANEL THREE
Down in the lobby. Raph is still holding Donnie, but now he's looking up, answering Mikey's question. We're close on his face, and we see that he's <u>hurt</u>, in tremendous pain, both physically and emotionally. His eyes are still watery and bloodshot, and his expression is one of agony. We need to REALLY sell this expression to make the moment work, Damian. No pressure, okay, cool!

5. RAPH: And it's never going to stop.

<u>END ISSUE ONE</u>